ELOQUENCE
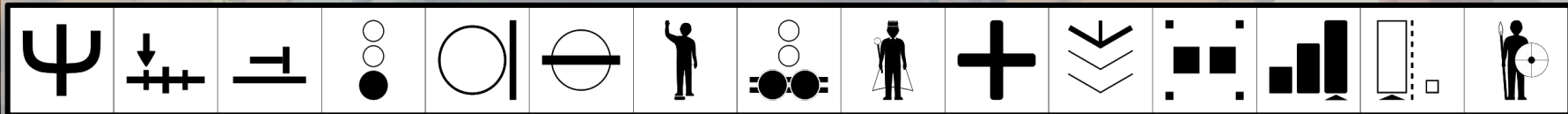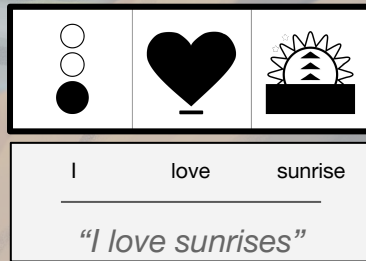
Master the power of language

Multiverse
Narratives

ELOQUENCE

Learn a tailor-made symbol language inspired by universal language rules, through conversation with characters

THE LANGUAGE

➜ 1-4 complete and functional languages
➜ Each symbol corresponds to a word
  (in any language)
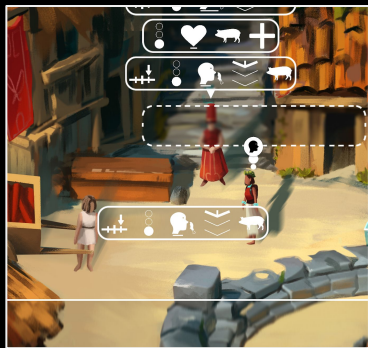➜ Contains natural language patterns and rules

I	love	sunrise

"I love sunrises"

QUESTION	PAST	PERFECT	I	would	not	greet	our	king	and	those	two	most	large	guard

"Would I not have greeted our king and those two largest guardsmen?"

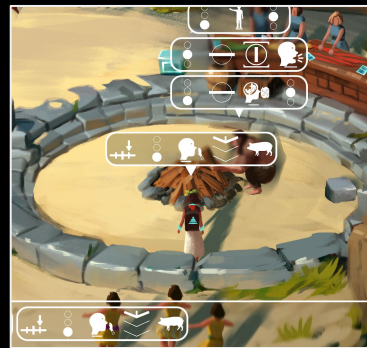# Mastering the language through conversation

Speak to NPCs to discover their phrases

Drag to your inventory to collect phrases

Collected phrases are stored during the current level

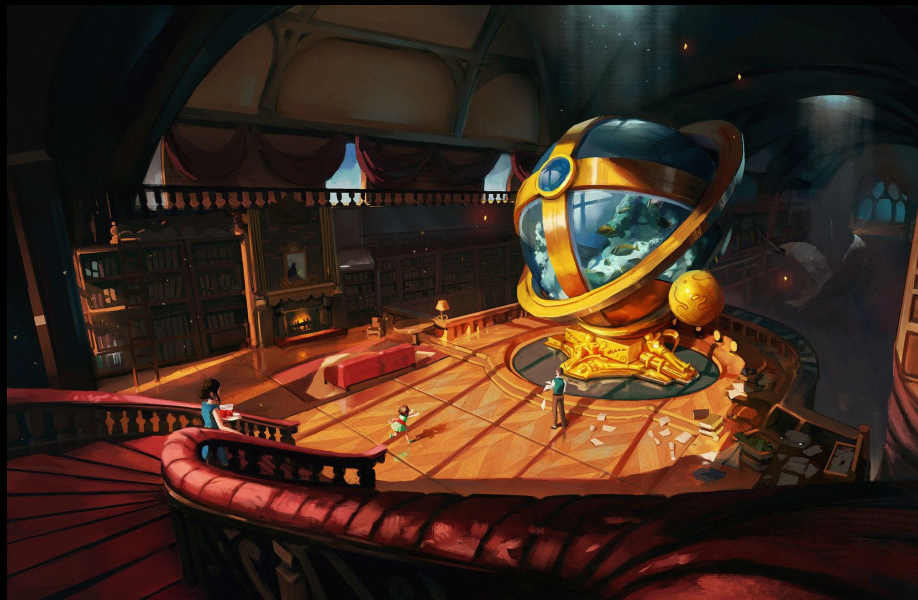Drag *from* your inventory to speak back stored phrases

Eventually, sentences fall apart, freeing up symbols and fragments…

…allowing you to create your own input.

Lush, evocative art in high quality painterly style

Complemented with playful animations

Timer counts down to game reset
- Resets the player's progress
- But not their level of language control

Talk to NPCs

Find/construct solution phrase

Shortcuts and mini-stories reward player exploration

Enter new area

Find exit point and obstacles

GAME LOOP

Bloom's Taxonomy

player journey —

Create
Evaluate
Analyse
Apply
Understand
Remember

SKILL PROGRESSION

NARRATIVE

FIRST LAYER
Pacify the volcano

Gameplay objective

Talk your way past villagers to reach the top

At the top, you can pacify the volcano
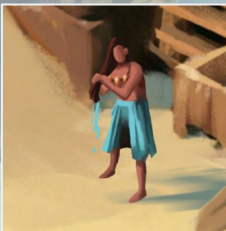
Player character is a benevolent alien

SECOND LAYER
NPC stories

Discovered during gameplay, promotes replays/exploration

All NPCs have mini-stories to tell

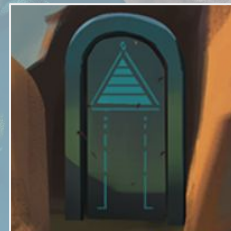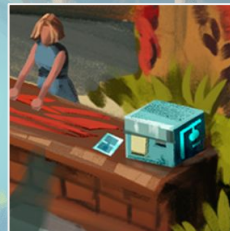Learn about characters' world, values, history, and dreams

THIRD LAYER
Enter the volcano

Secret community goal

Doors and hatches found all over the island

Islanders use alien technology

Volcano is spaceship, trying to start engine

SOCIAL EFFECTS

➜ Symbol language functions as universal language
   ◆ Connecting people globally
   ◆ Emoji packs?

➜ Social play occurs naturally
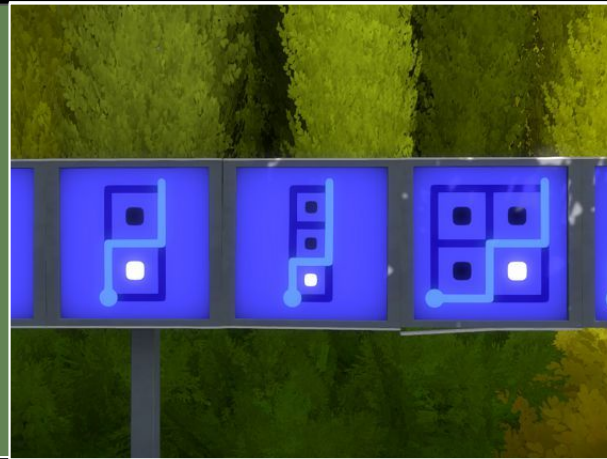   ◆ Promotion could build on this

Partners

➜ Game Bakery (co-working space): testing + design feedback
➜ University of Groningen (linguistics department): test design
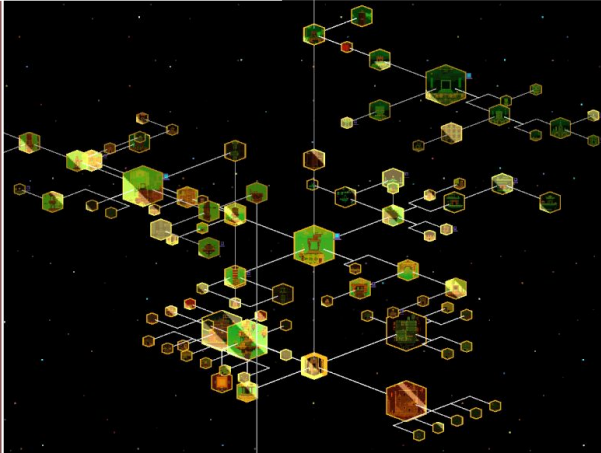➜ Creative Industries Fund NL: vertical slice funding

MARKET

Captain Blood (1988)
symbol based language used in conversations only

The Witness (2016)
fully diegetic onboarding through teaching you the language of the game puzzles

Fez (2012)
navigate through a network of chamber-structured puzzles

Heaven's Vault (2019)
learn a (dead) language by constructing and testing hypotheses

LINE FROM THE BOOK

we   our ?   homes   moons   of Nebul

homes   Nebula   our ?   many ?   moon

DEVELOPMENT

VERTICAL SLICE*
Q2 2020

- Three polished levels
- Full art for three levels
- Tech fundamentals
- Concept art exploration
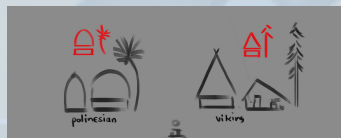
*Funded by Creative Industries Fund NL

PROTOTYPING
~3 months with funding

- Polynesian levels greyboxed
- Testing with focus groups
- Adjusting level contents
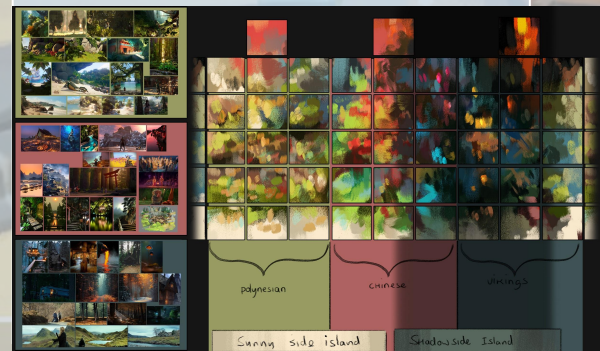- Improved visual feedback

GOLD
12 months with funding

- Polynesian levels polished
- Full art and animation

L I F E C Y C L E

Options for 2 content expansion packs
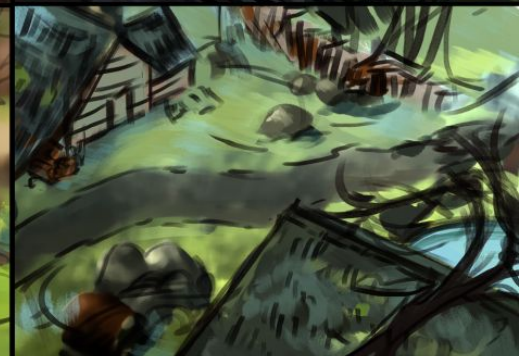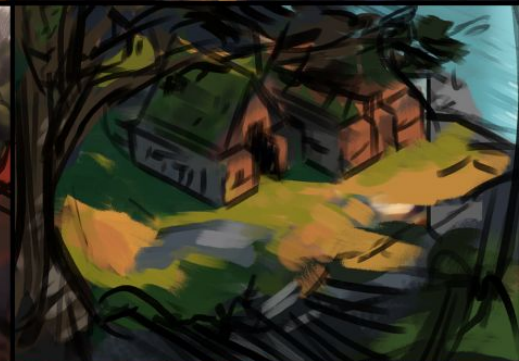
Funded by
- investment
- crowdfunding
- or sales

Both contain
- a new language
- 16 new levels
- 2 secret levels
- new visual style

Why these cultures?
- distinct visual appeal
- represent a language group

CHINESE

NORSEMEN

TEAM

Gerben
Game/Narrative Designer
multiverse-narratives.com

Worked on games since 2015

Trained linguist
Trained educator
Trained narratologist
Speaks 9 languages

Unique combination of skills yields design of this game

Thomas
Producer
thomasjager.nl

Worked on multiple
Steam releases

Game design background

Production experience on several indie titles & non-commercial games

Well-adjusted to the team

Samma
Lead Artist
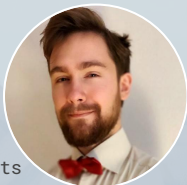sam-art.nl

Experience in
wide range of projects.

AAA games like Insomniac's Spider-Man
TV shows like Amazon's Undone

Keen eye for jaw-dropping art.

Specialises in visual storytelling

Luc
Programmer
lucvandenbrand.com

Worked on multiple
Software Engineering Projects

Published on novel language learning platform

MSc Computing Science
Focus on clean, honest and friendly programming.

Steffi
Animator
skick.de

Worked for high-profile
studios including
Daedelic Entertainment.

Experience in 2D art, animation and set design.

To-be released projects include "Gollum" game and "The Ogglies" feature film.

Jelmer
Music/Sound Designer
jelmeralthuis.com

Worked on multiple
Steam releases

Music Technology background

Production experience on several serious gaming applications (health and education)

Immersive Sound Addict

ACCOLADES

Awards:

- Winner Game Bakery Award: Best Innovation 2019
- Ludicious 2020 Award nominee: Innovation in Games
- Bronze #PitchYaGame-award (PYGAWARD 07/2020)

Selected for showcases:

- Experimental Gameplay Workshop selection (GDC 2019)
- Leftfield Collection (EGX 2019)
- Holland Pavilion (Gamescom 2019)
- European Game Showcase (GDC 2020)
- INDIGO 2020

THANKS

Please contact us
if any questions remain!

➢ hello@eloquencegame.com
➢ http://eloquencegame.com
➢ @GameEloquence